

FIG. 1

FIG. 2A

132

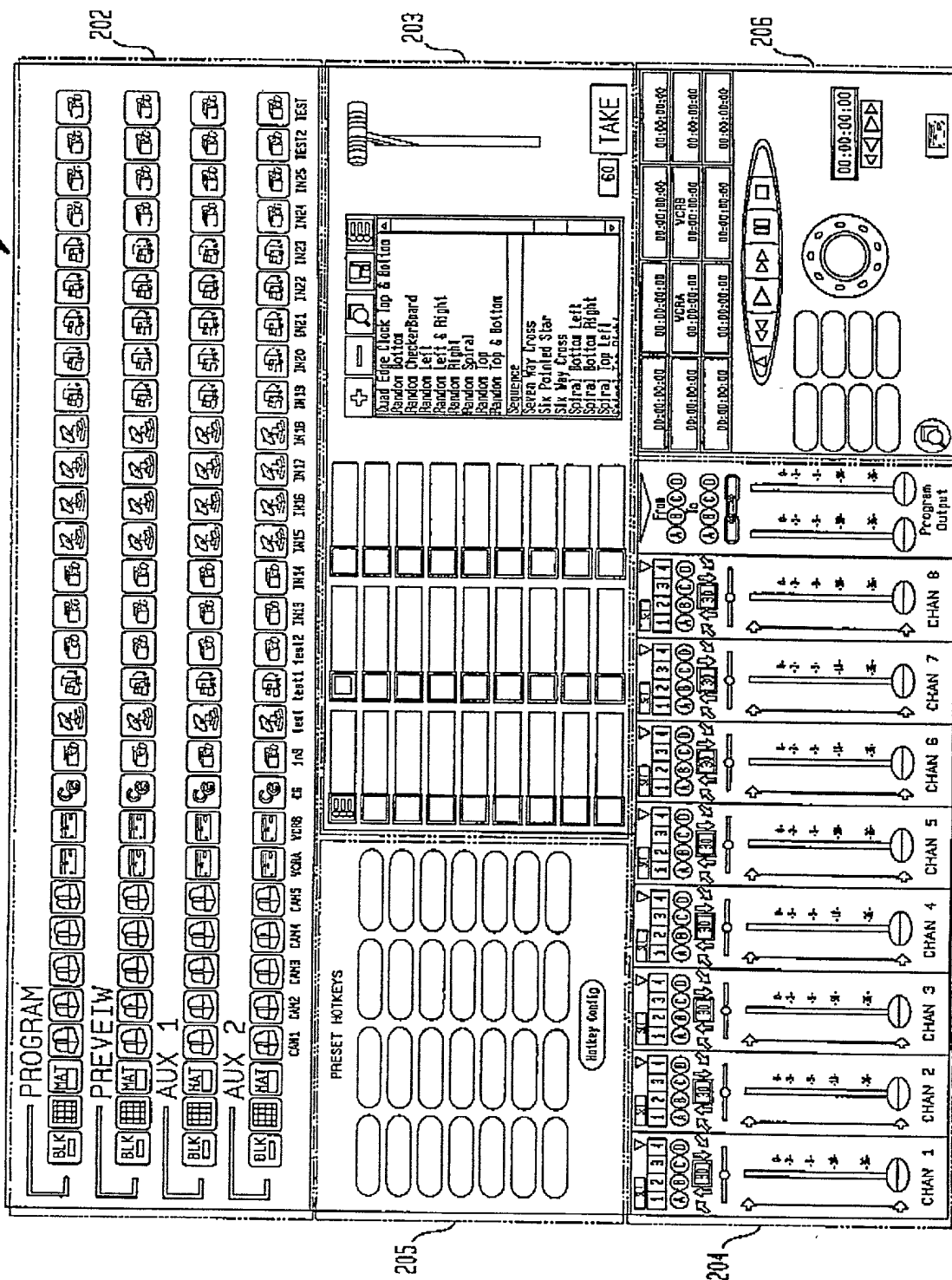
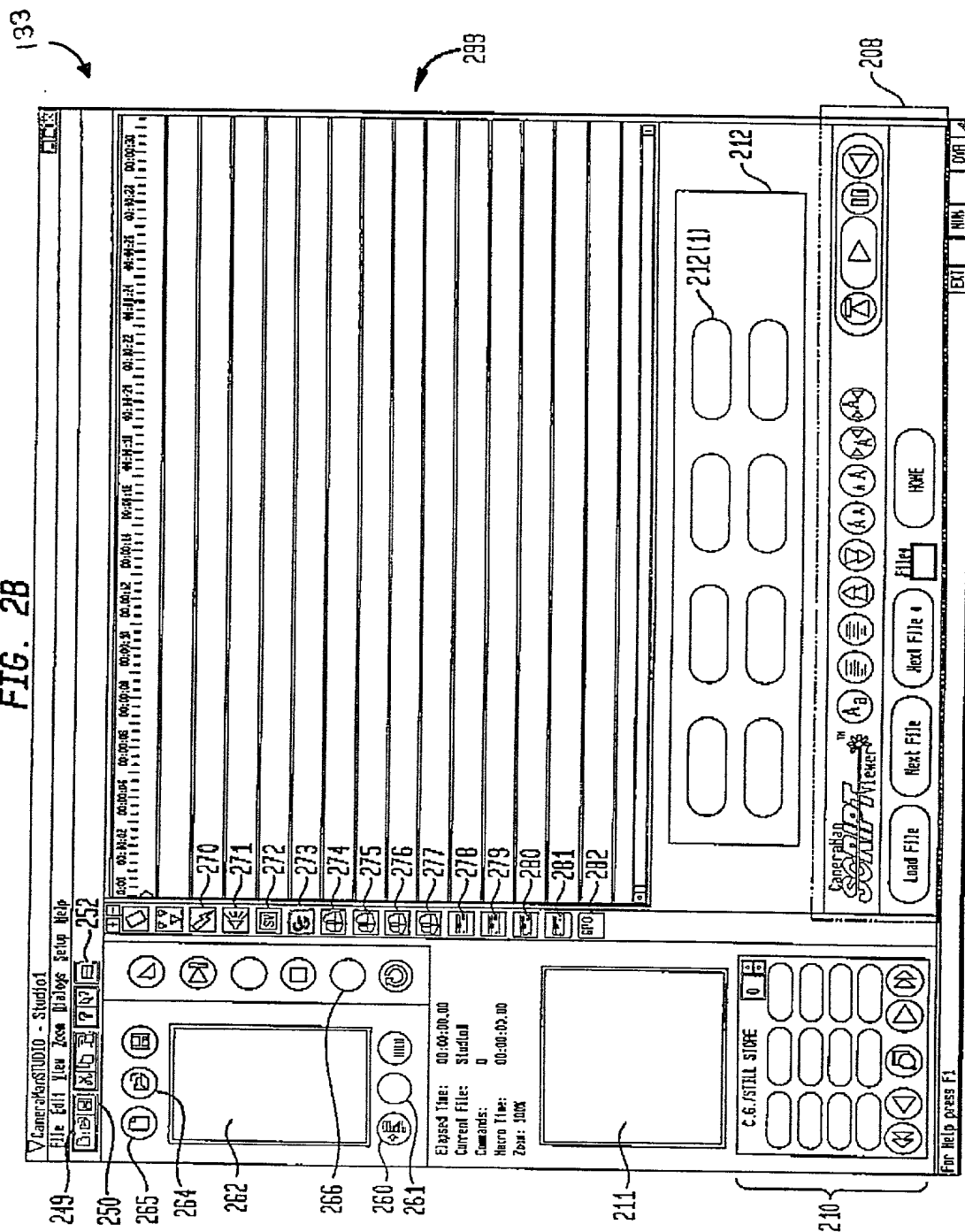
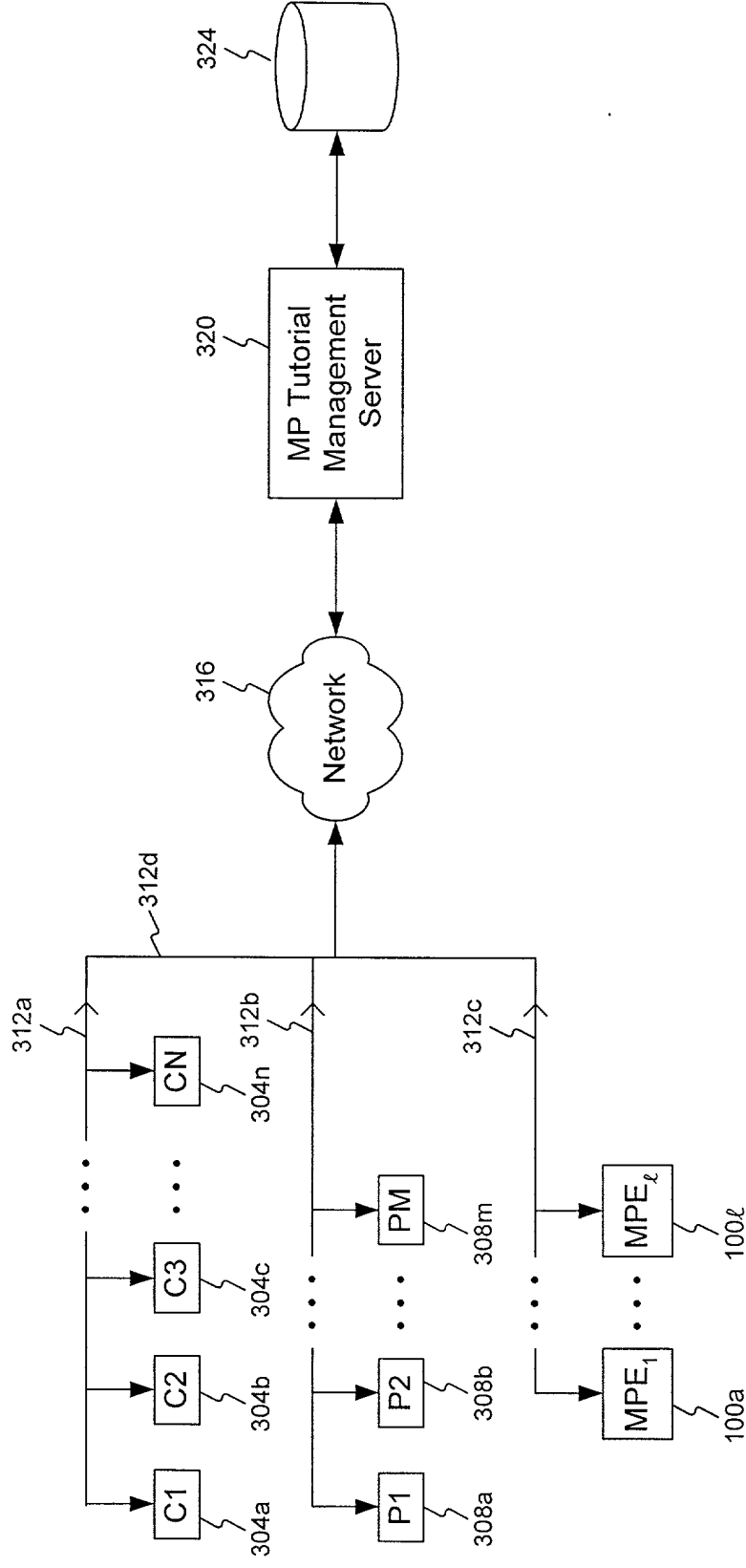
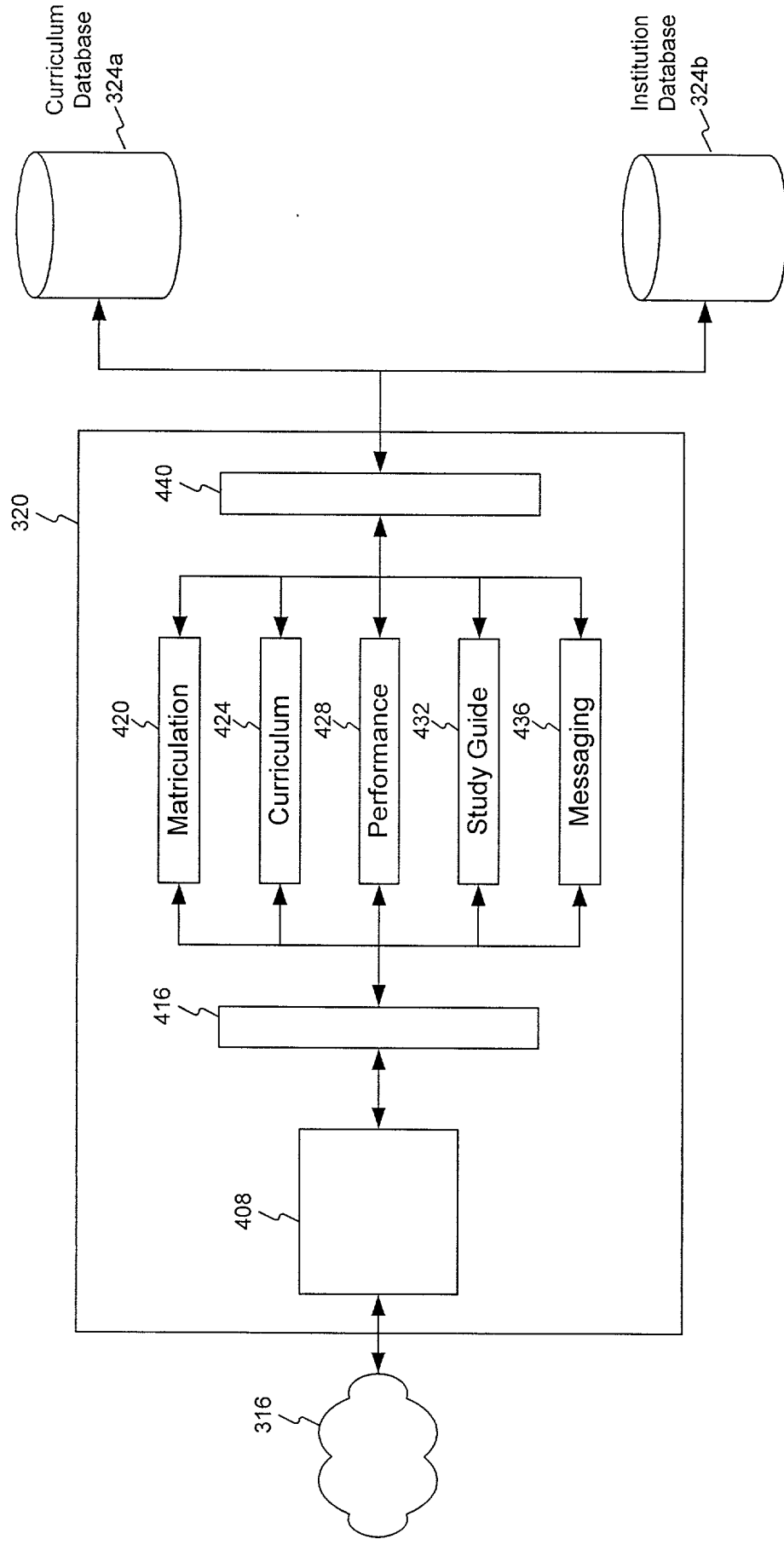


FIG. 2B

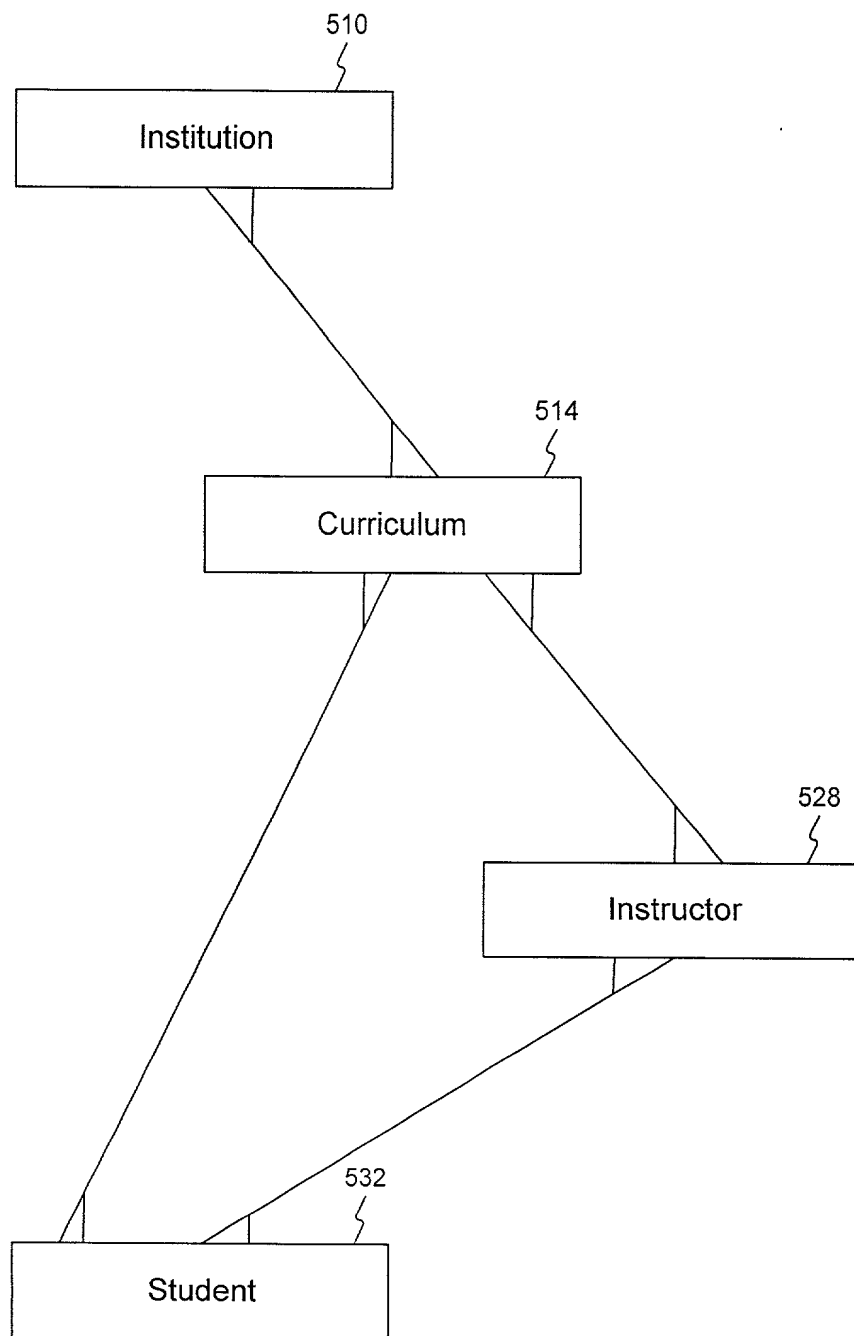




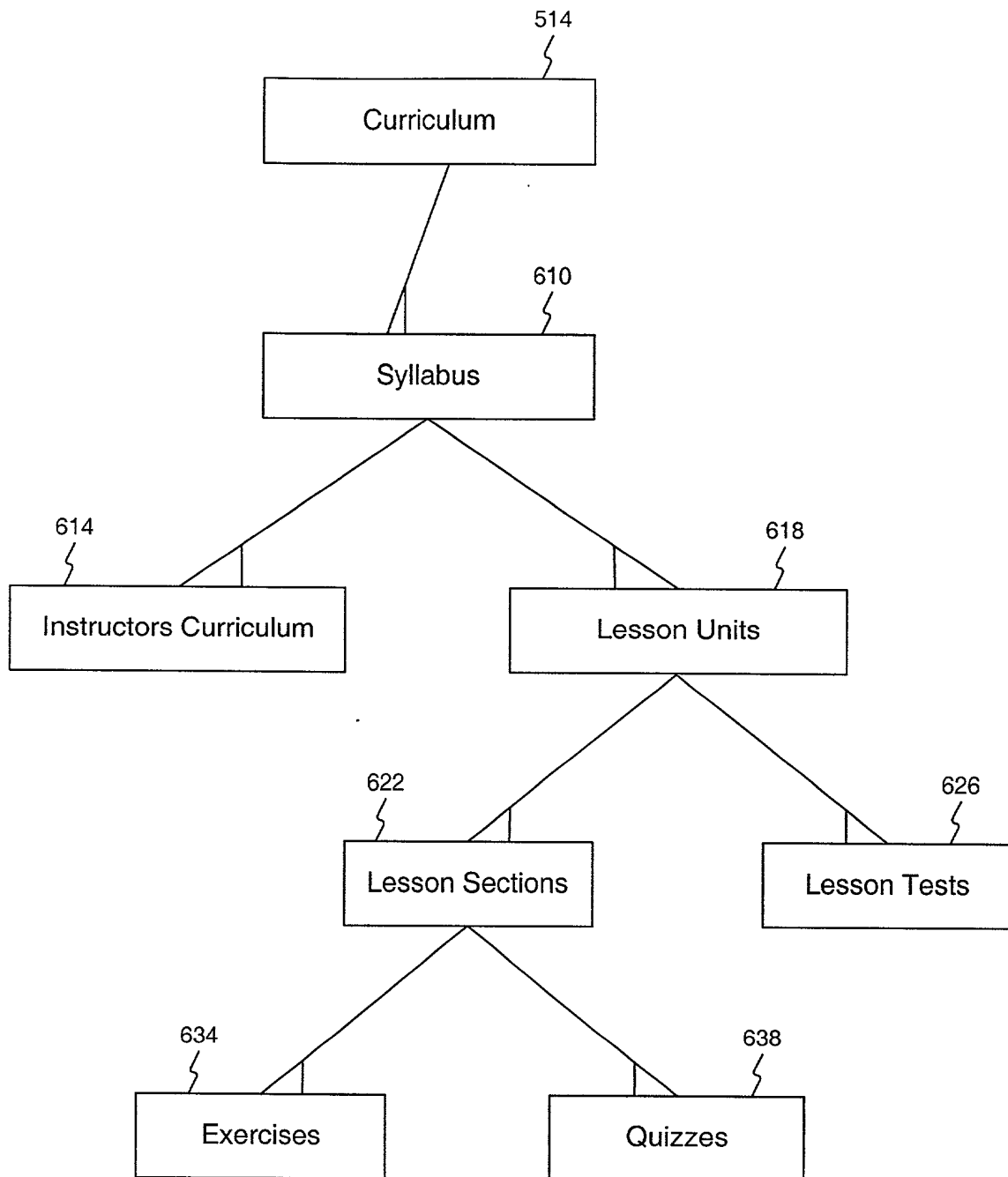
**FIG. 3: Media Production Tutorial System 300**



**FIG. 4: Media Production Tutorial Management Server 320**



**FIG. 5: Relation Diagram for Database 324**



**FIG. 6: Relation Diagram for Database 324a**

FIG. 7 : Training Facility 700

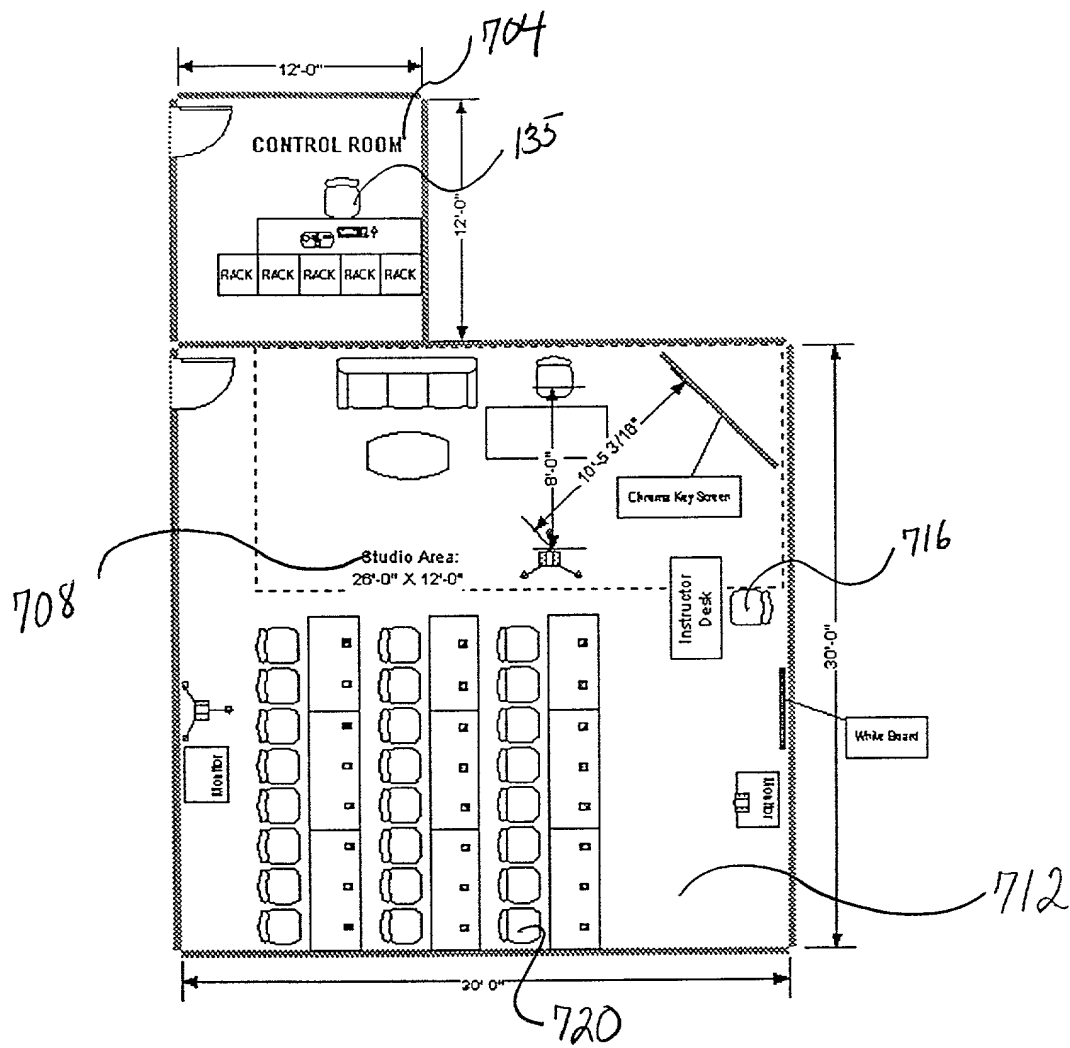
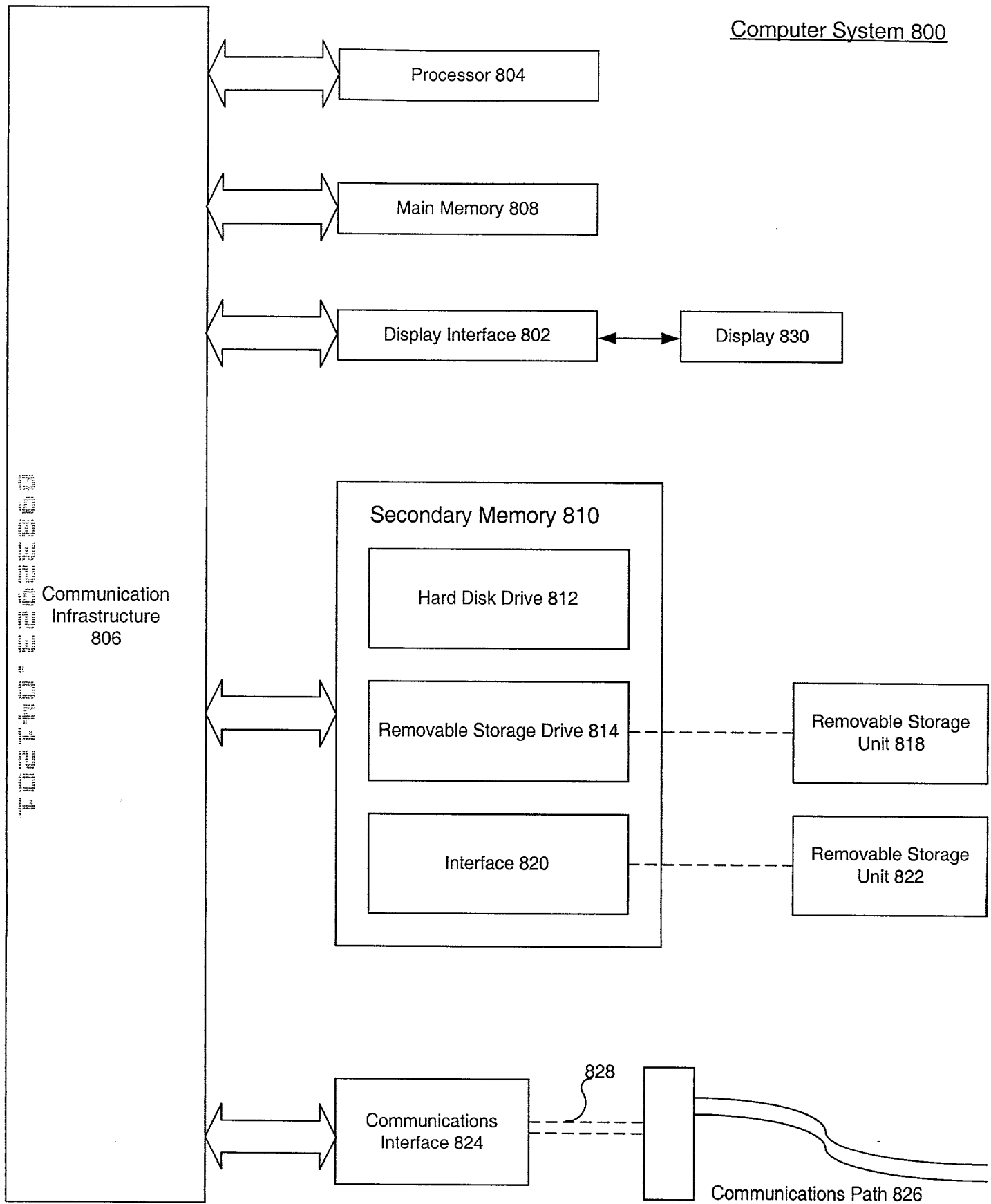
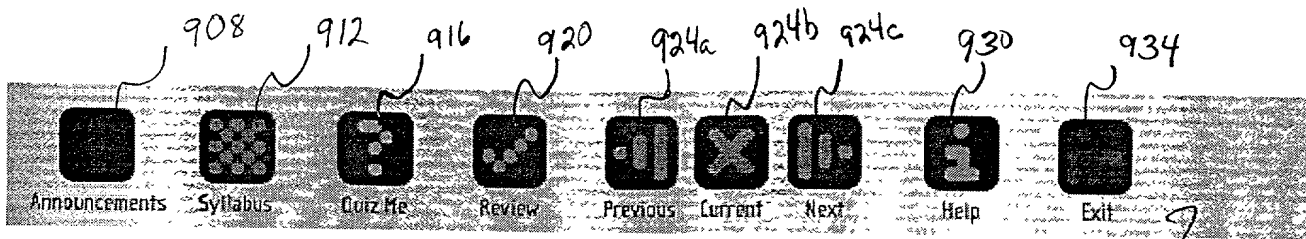


FIG. 7 : Training Facility 700





**FIG. 8**



## Tripods

A TRIPOD is a three-legged stand used to hold your camera steady while you pan, tilt or simply record a static shot. Tripods usually have one of two adapters that make it possible to attach a camera to them: either a quick-release shoe or a simple screw-in bolt. The best kind of tripod head is a fluid head.

Never leave a camera unattended while mounted on a tripod. If there's an emergency and you must leave the camera, designate someone to supervise it until you can return.

Unit 02 - Camera : Section 02 1 - Basic Shots

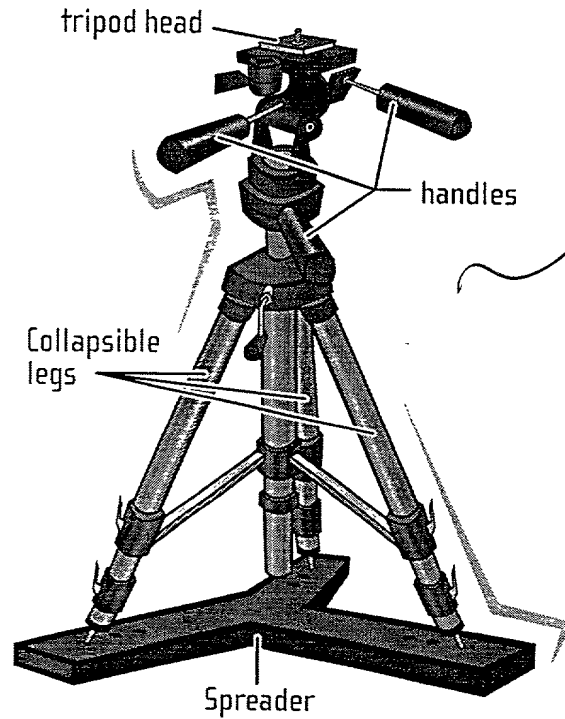
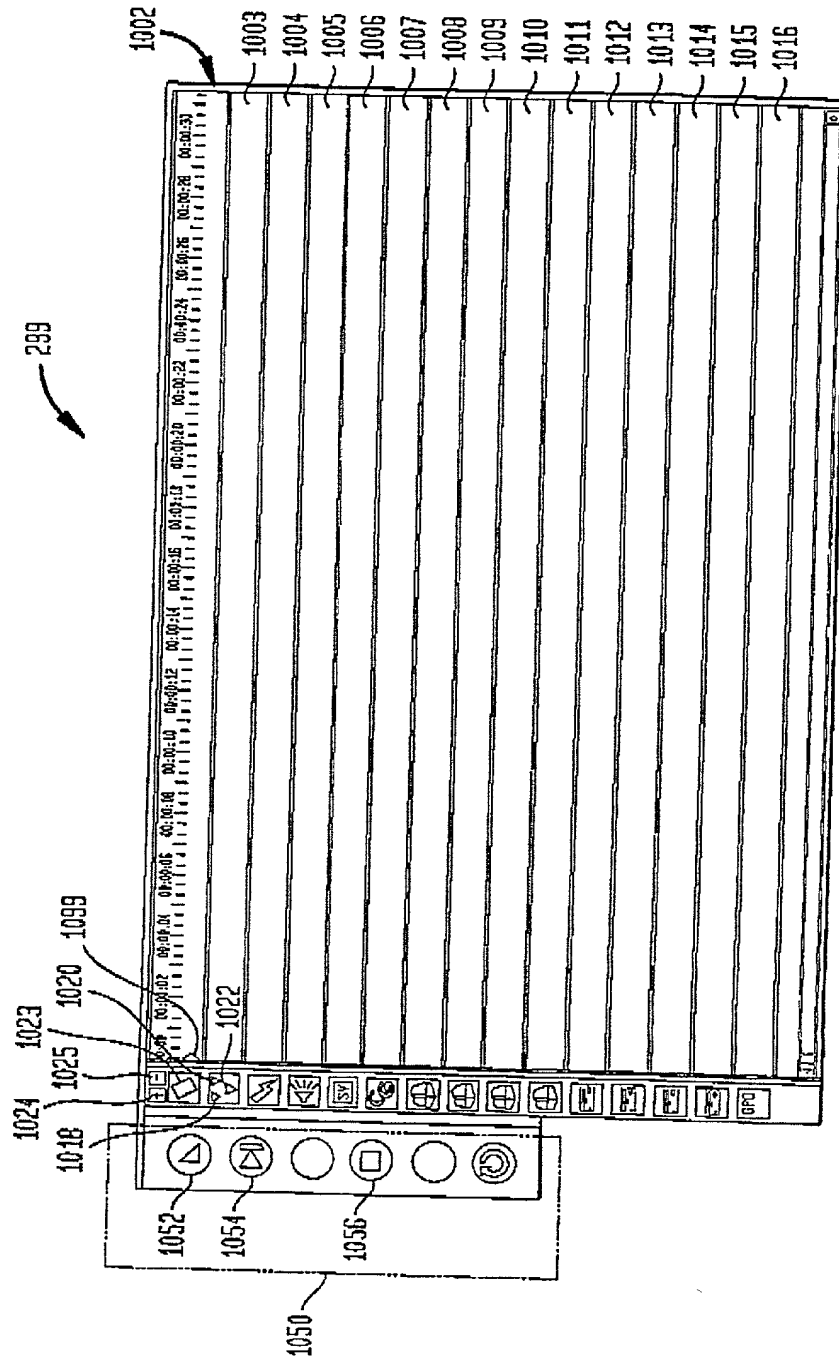
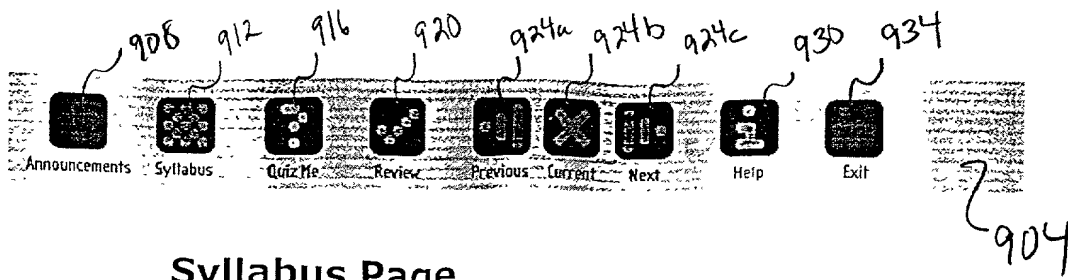


FIG. 9: GUI 900

FIG. 10





## Syllabus Page

☐ Unit or Lesson not visited. - ☒ Unit partially complete / Lesson visited  
☒ Lesson tested incorrect. - ☒ Unit or Lesson Completed (tested correct)

Click on a Unit to see its Sections & Lessons.

**Unit 02 - Camera**

☐ Unit 01 - TV History

(Click on a Lesson to go there.)

1124 ☒ Unit 02 - Camera

**Section 02.0 - Welcome**  
☒ Welcome to the Course  
**Section 02.1 - Basic Shots**

☐ Unit 03 - Audio

☒ Long Shots  
☐ Medium Shots  
☐ Close-Ups  
☐ Headroom  
☐ Rule of Thirds

☐ Unit 04 - 3 R's

☐ Unit 05 - Editing

☐ Unit 06 - Lights

☐ Unit 07 - Graphics

☐ Unit 08 - Producing & Directing

☐ Unit 09 - Advertising

☐ Unit 10 - Instructional Video

☐ Unit 11 - 3R's Revisited

☐ Unit 12 - More Camera & Lighting

☐ Unit 13 - Video Technology

☐ Unit 14 - F/X

☐ Unit 15 - More Producing & Directing

☐ Unit 16 - Video Yearbook

☐ Unit 17 - ABCs of EFP

☐ Unit 18 - Scriptwriting

☐ Unit 19 - Documentary

☐ Unit 20 - That's A Wrap

☒ Tripods  
**Section 02.2 - Camera Moves**

☐ Pans

☐ Tilt

☐ Dolly

☐ Trucking

☐ Zoom

☐ Lead Room

**Section 02.3 - Videotape**

☐ Tape Formats

☐ Preparing A Tape

☐ Tape Transport System

☐ Recording Speed

☐ Tape Labels

☐ Tape Care

**Section 02.5 - Shot Director**

☐ Shot Director - Powering Up

☐ Shot Director - Focus

☐ Shot Director - Iris

☐ Shot Director - Upper Section

☐ Shot Director - Lower Section

☐ Shot Director - Slide Controls

☐ Shot Director - Joystick Control

☐ Shot Director - Joystick Zoom Control

☐ Studio Camera Shots

**Section 02.6 - Other Shots**

☐ Camera Angle

☐ Canting

☐ Lead The Look

☐ Cropping

☐ Backgrounds

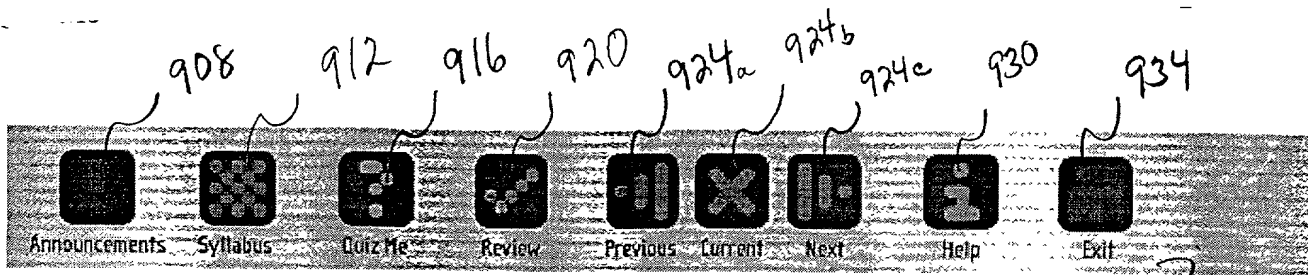
☐ Over The Shoulder Shots

**Section 02.9 - Testing Lesson**

☒ Testing Lesson

1148

FIG 11: GUI 1100



## Quiz Me Page

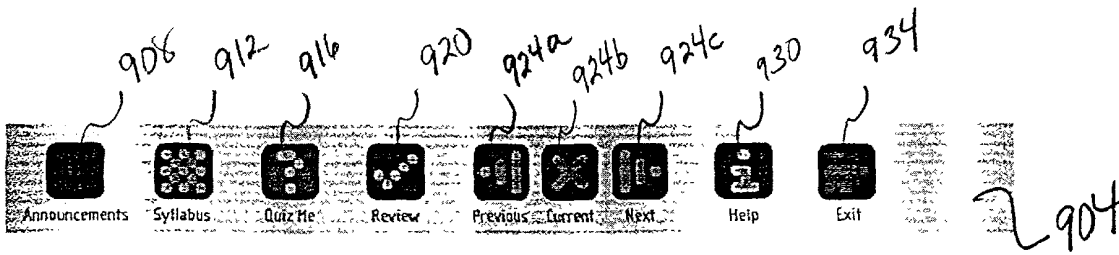
Here is a question picked at random from the lessons you have visited but not been quizzed on, or lessons you have missed questions on.

A long shot is most often used to \_\_\_\_.

- ☐ establish a setting
- ☐ show viewers small details
- ☐ show an entire object

Button

FIG. 12: GUI 1200



## Unit 02 - Camera Test Page

Please select an answer for each of the following 33 questions and then click on the SUBMIT button a

Which of the following does not describe a long shot?

- ☐ It shows great detail.
- ☐ It establishes a setting.
- ☐ It is effective on large screen.
- ☐ It is also called a wide shot.

A medium shot is best described as anything between a close-up and a long shot.

- ☐ True
- ☐ False

Which of the following items does not describe a close-up?

- ☐ It is often cropped.
- ☐ Shows great detail.
- ☐ Exaggerates movement by the camera or subject.
- ☐ Lacks detail.

Too little headroom makes the subject appear cramped within the frame.

- ☐ False
- ☐ True

The Rule of Thirds is an imaginary set of lines that go across the screen in the following pattern:

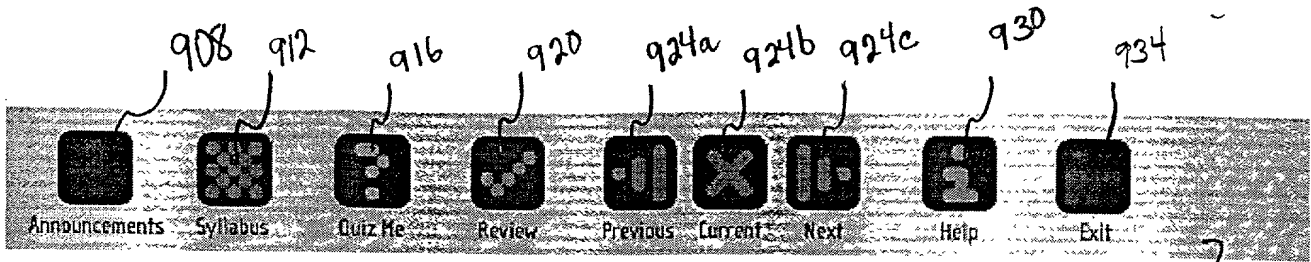
- ☐ three down, three across
- ☐ three down, four across
- ☐ three across, four down
- ☐ four across, three down

Button

1350

FIG. 13 GUI 1300

FIG. 13 GUI 1300



## Review Page

Here are stats of your progress in the School Demo.

Of the 71 lessons in the course, you have visited and/or tested 13, which is 18%.

You have completed 4% of the course.  
(This represents a total of lessons visited and on which you tested correctly and/or pages which required no test.)

Here is a list of lessons you have missed questions on. Click on one to see the lesson for review.

Unit 02 - Camera : Section 02.1 - Basic Shots  
Long Shots  
 Unit 02 - Camera : Section 02.2 - Camera Moves  
Dolly

FIG. 14: GUI 1400

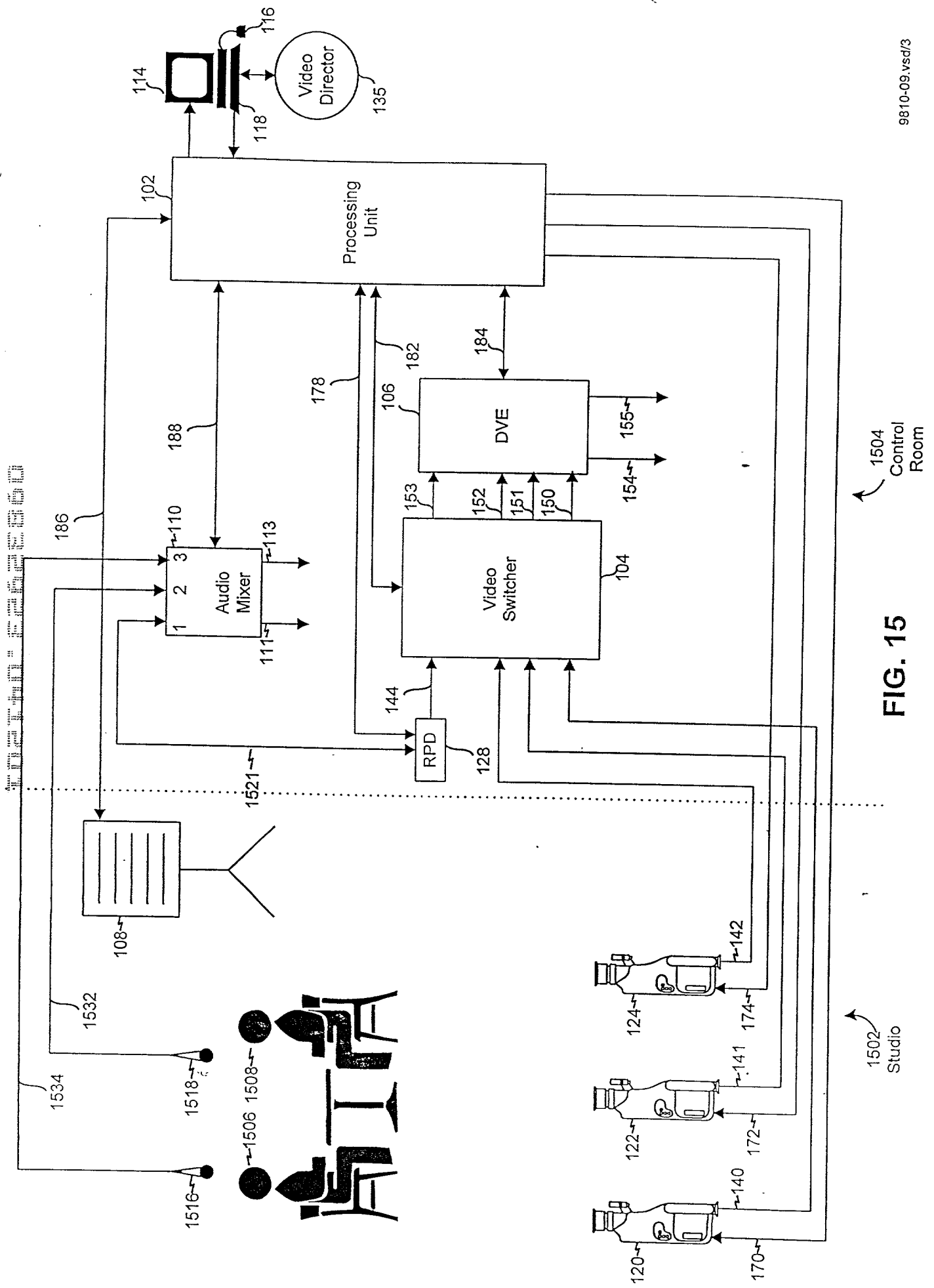
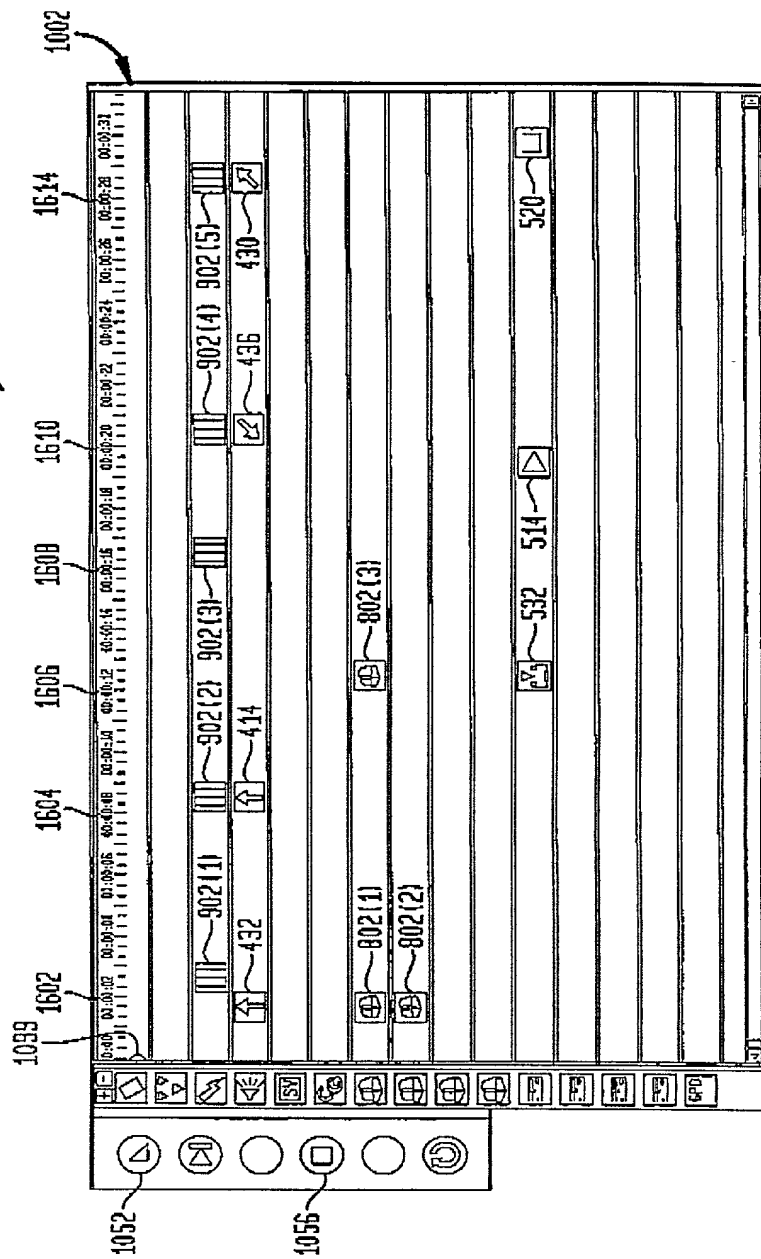
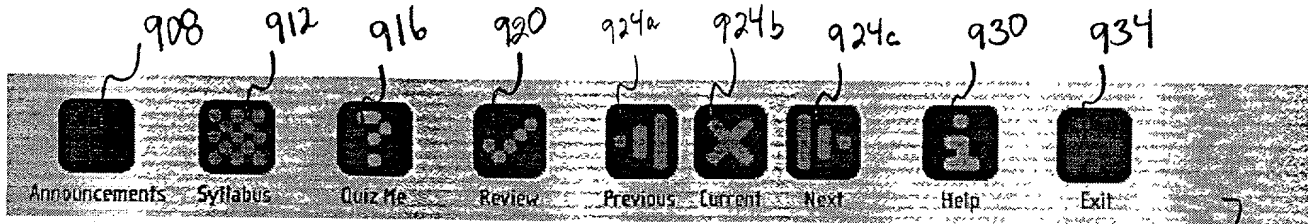


FIG. 15



FIG. 16





## Announcements Page

904

942

11/05/1999 - Meeting Notice

Send a note to your teacher

There will be a meeting tomorrow in the lab.  
Please attend. Roll will be taken.

11/05/1999 - Reschedule of Field Trip

The field trip to WKHR is rescheduled for  
ONE Hour earlier. The bus will leave the  
parking lot at 9 am SHARP!

Send

1750

1720

FIG. 17: GUI 1700

FIG. 17: GUI 1700